

## CLAIMS

I/we claim:

- 10004534-102501
1. A method of playing a game on a server by a user on a client device, the game containing a persistent game world, comprising:
- disconnecting from the game on the server at a time when the user is at a particular state of the game, wherein the disconnection ends a first session;
  - reconnecting to the game at a later time;
  - transmitting identifying information to the server; and
  - playing the game in a second session, wherein the state of the game at the beginning of the second session is based on the state of the game at the end of the first session.
- [c2] 2. The method of claim 1 further comprising selecting a WML link to advance the state of the game.
- [c3] 3. The method of claim 1 wherein the client device is a wireless phone.
- [c4] 4. The method of claim 1 wherein the client device is a wireless device.
- [c5] 5. The method of claim 1 wherein the state of the game at the end of the first session and the state of the game at the beginning of the second session are the same.
- [c6] 6. The method of claim 1 wherein the state of the game at the beginning of the second session constitutes a progression beyond the state of the game at the end of the first session.

[c7] 7. A method for providing a gaming environment for one or more users on client devices comprising:

for each client device, maintaining a game state on a server;

when a client device reconnects to the server, transmitting to the reconnecting client device a game state based on the game state maintained on the server.

[c8] 8. The method of claim 7 wherein at least one of the client devices is a wireless phone.

[c9] 9. The method of claim 7 wherein at least one of the client devices is a wireless device.

[c10] 10. The method of claim 7 further comprising providing a game world for a plurality of users, wherein the plurality of users are on a variety of different types of client devices.

[c11] 11. A computer-readable medium whose contents cause a client device to assist a user in playing a game on a server, the game containing a persistent game world, comprising:

disconnecting from the game on the server, wherein the user is at a particular state of the game, wherein the disconnection ends an early session;

reconnecting to the game at a later time;

transmitting identifying information to the server; and

playing the game in a later session, wherein the state of the game at the beginning of the later session is based on the state of the game at the end of the early session.

[c12] 12. The computer-readable medium of claim 11 further comprising selecting a WML link to advance the state of the game.

[c13] 13. The computer-readable medium of claim 11 wherein the state of the game at the end of the early session and the state of the game at the beginning of the later session are the same.

[c14] 14. An electronic gaming system for providing a gaming environment to one or more users on client devices, comprising:

a connection component for disconnecting from or connecting to the game on the server;

a transmission component for transmitting identifying information to the server; and

a game playing component, the game playing component starting a second session at a game state based on a game state achieved during a previous gaming session.

[c15] 15. The electronic gaming system of claim 14 further comprising a selection component for selecting a WML link to advance the state of the game.

[c16] 16. The electronic gaming system of claim 14 wherein the client device is a wireless phone.

[c17] 17. A electronic gaming system for providing a gaming environment for one or more users on client devices comprising:

a maintenance component for maintaining a game state on a server for any client;

a connection component for reconnecting to the server; and

a reception component for receiving a game state at a client device,  
wherein the game state is based on the maintained game state.

[c18] 18. The electronic gaming system of claim 17 wherein at least one of the  
client devices is a wireless phone.

[c19] 19. The electronic gaming system of claim 17 further comprising a game  
world for a plurality of users, wherein the plurality of users are on a variety of  
different client devices.

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